



BATTLETOME: CITIES OF SIGMAR

DESIGNERS' COMMENTARY, FEBRUARY 2024

The following commentary is intended to complement *Battletome: Cities of Sigmar*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

Our commentaries are updated regularly; when changes are made, any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Q: The Orders battle trait states that orders are given at the start of each battle round after the priority roll has been made. If there is no priority roll for a battle round (such as when priority is determined by the 'Stealing the Initiative' rule), when are orders given?

A: After priority is determined.

Q: If I can pick a second or additional spell for an Alchemite Warforger to know and I choose the Lore of the Collegiate Arcane, can I pick a spell other than Transmutation of Lead?

A: No. This restriction also applies to the Battlemage on Griffon, Battlemage on Celestial Hurricanum and Battlemage on Luminark of Hysh who can each only know the spell from the Lore of Collegiate Arcane listed on their warscroll.

Q: Tahlia Vedra's 'Lead From the Front' ability allows for the Rally command to return slain models on a roll of 4+ instead of a 6. Does this only apply when the conditions in the ability are met; i.e., do Tahlia Vedra and the unit receiving the command both need to be within 3" of any enemy units?

A: Yes.

Q: If I can pick 2 effects for Pontifex Zenestra's 'Vessel of Sigmar' prayer, can I pick the same effect twice?

A: No.

Q: The Freeguild Command Corps' 'Dispatch Spies' ability reads: 'Each time a command is issued, no more than 1 attempt to disrupt it can be made.' Does this mean only 1 attempt can be made regardless of how many Freeguild Command Corps units with Whisperblades are in my army?

A: Yes.

Q: If a unit is destroyed by a shooting attack made by a CITIES OF SIGMAR unit that was picked for the 'Suppressing Fire' order, is the dice roll made to see if the unit becomes suppressed? This is relevant for the 'Bring Full Arms to Bear' battle tactic.

A: No.

ERRATA, FEBRUARY 2024

The following errata correct errors in *Battletome: Cities of Sigmar*. The errata are updated regularly; when changes are made, any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 109 – Misthåvn, Shadowed Approach

Change to:

'At the end of your hero phase, you can pick up to 3 different friendly **MISTHÅVN** units that are more than 12" from all enemy units. Each of those units can make a move of up to D6" (roll separately for each). If the unit has a mount/s (not including crew and/or companions), it can make a move of up to 2D6" instead of D6". Units can finish this move within 3" of enemy units.'

Page 129 – Alchemite Warforger, Runic Crucible

Change to:

'At the start of your hero phase, you can pick 1 friendly unit with this ability and say it will either stoke or expend the power of its runic crucible. If this unit stokes the power of its runic crucible, add 1 to casting rolls for this unit until the end of the phase. If it expends the power of its runic crucible, it cannot cast any spells this phase, but until the start of your next hero phase, add 1 save rolls for friendly **CITIES OF SIGMAR HUMAN** units while they are wholly within 12" of this unit.'

Blazing Weapons

Change the last sentence to:

'While a unit has blazing weapons, each unmodified hit roll of 6 for an attack made by that unit with a melee weapon causes 1 mortal wound to the target in addition to any damage it inflicts.'

Page 132 – Battlemage on Celestial Hurricanum and Celestial Hurricanum, Storm of Shemtek

Change the first sentence to read:

'In your hero phase, you can pick 1 enemy unit within 18" of this unit and roll a number of dice equal to the number of the current battle round.'

Page 134 – Freeguild Command Corps

Change the description to read:

'The models in a Freeguild Command Corps are 1 Arch-Knight, 1 Whisperblade, 1 Great Herald, 1 War Surgeon, 1 Soul Shepherd and 1 Mascot Gargoylian. The Arch-Knight is armed with a Sigmarite Great Weapon. The Whisperblade is armed with an Enchanted Rapier. The Great Herald, War Surgeon and the Soul Shepherd are each armed with an Assortment of Weapons. The Mascot Gargoylian is armed with a Gargoylian Bite.'

Page 139 – Wildercorps Hunters, Hidden and Dangerous

Change the last sentence to: 'In addition, improve the Rend characteristic of this unit's missile weapons by 1 while all of the models in this unit are within 1" of a terrain feature.'

Page 143 – Hammerers

Add the following:

'CHAMPION: 1 model in this unit can be a Keeper of the Gate. Add 1 to the Attacks characteristic of that model's melee weapons.

STANDARD BEARER: 1 in every 10 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of this unit while it includes any Standard Bearers.

MUSICIAN: 1 in every 10 models in this unit can be a Musician. Add 1 to run rolls and charge rolls for this unit while it includes any Musicians.'

Page 148 – Sorceress on Black Dragon, Keywords

Add the following keyword:

'MONSTER'

Page 153 – Dreadlord on Black Dragon, Keywords

Add the following keyword:

'MONSTER'

Page 159-160 – Pitched Battle Profiles

Remove the 'Leader' battlefield role from the following warscrolls:

Doralia ven Denst

Hexbane's Hunters

Designer's Note: *Galen ven Denst and Haskel Hexbane each retain the 'Leader' battlefield role.*